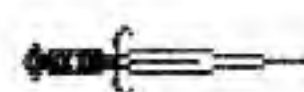


The Diplomacy Tribune^{©1990}

Volume 2



March 1990



Number 12



t's March! So what? Why this is the 12th consecutive issue of the Trib, yessir, a whole year! Still on time.

So what's ahead? Idunno, most of what I'd like to do I can't afford to do, ya know, things like glossy pages with color pictures, a staff of writers and researchers, 30 to 50 pages an issue, a swimsuit issue; I wouldn't look for any of that in the year to come, but then again, anything could happen.

Deadline March 31, 1990

WOW! What a resounding success! I got 1, unt 'em ONE response to the questionnaire! That makes the attempted poll as successful as the player-photo drive! Not to mention the stacks and stacks of mail I never saw. It's dumbfounding! So, here's the break down:

100% are in thier 30's, sub to the Trib, heard of the Trib by getting a sample, sub to 7 zines in which they play in 6, don't own a computer or play in E-Mail Diplomacy, think the Trib is "Brief-Concise-Business Like-No Nonsense" and wouldn't change a thing. No, I didn't fill out the one questionnaire. No, it wasn't *John Armstrong* who sent in the one picture. I am assuming that you are all under the witness protection act and that's why no one participates, for fear of being found out.



Game Openings

'Carl'

Regular Diplomacy

Need 3 players

Signed on are:

Johnson, Palter, Kirk, Oakland



Plugs



The Swiss Observer

John Armstrong

The Boardgame Challenger!

Eddie Campisano



Been There Done That

Tom Nash

The Boardman Number Custodian

Don Williams

North American Variant Bank

Lee Kendter Jr.

Alpha and Omega

The Official Publication of the Miller Number Custodian
Randy Grigsby

Pilot Light

Play-by-mail soccer!
Kevin Brown



Dipadeedoodah!

Phil Reynolds



The 1990 Runestone Poll

ZINE POLL

You may rate any amateur Diplomacy-related zine that you've read enough of to rate fairly. This means you've seen (or would have seen if not for delays) at least two issues since August 1, 1989. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate your own zine. Blanks are for zines I forgot to list.

- | | | |
|--|--|--|
| <input type="checkbox"/> The Abyssinian Prince | <input type="checkbox"/> Empire | <input type="checkbox"/> Penguin Dip |
| <input type="checkbox"/> Against the Odds | <input type="checkbox"/> Entropy | <input type="checkbox"/> Perelandra |
| <input type="checkbox"/> Alpha & Omega | <input type="checkbox"/> Everything... | <input type="checkbox"/> Perestroika |
| <input type="checkbox"/> Angst United | <input type="checkbox"/> Excelsior | <input type="checkbox"/> Pilot Light |
| <input type="checkbox"/> The Appalachian General | <input type="checkbox"/> fast trax | <input type="checkbox"/> Pirate |
| <input type="checkbox"/> ark | <input type="checkbox"/> Fiat Bellum! | <input type="checkbox"/> Politesse |
| <input type="checkbox"/> The Armchair Diplomat | <input type="checkbox"/> Fol Si Fie | <input type="checkbox"/> The Popular Flyer |
| <input type="checkbox"/> The Assassin's Blade | <input type="checkbox"/> The Gamer's Zine | <input type="checkbox"/> The Prince |
| <input type="checkbox"/> Been There, Done That | <input type="checkbox"/> Get Them Dots Now! | <input type="checkbox"/> The Prodigal Zine |
| <input type="checkbox"/> benzene | <input type="checkbox"/> Gonzo Rails | <input type="checkbox"/> Protocol |
| <input type="checkbox"/> The Big Bop | <input type="checkbox"/> Graustark | <input type="checkbox"/> Protozoan |
| <input type="checkbox"/> Blade Wars | <input type="checkbox"/> Ground Zero | <input type="checkbox"/> Punt Formation |
| <input type="checkbox"/> Boardgame Challenger | <input type="checkbox"/> Hagalil Hamaarvi | <input type="checkbox"/> Rebel |
| <input type="checkbox"/> Boast | <input type="checkbox"/> Hansard | <input type="checkbox"/> Retaliation |
| <input type="checkbox"/> The Boob Report | <input type="checkbox"/> Heroes of Olympus | <input type="checkbox"/> A Sharp Mind... |
| <input type="checkbox"/> Bushwacker | <input type="checkbox"/> The Home Office | <input type="checkbox"/> So I Lied |
| <input type="checkbox"/> The Canadian Diplomat | <input type="checkbox"/> House of Lords | <input type="checkbox"/> Son of Flip |
| <input type="checkbox"/> Carolina Cmd & Cmnty | <input type="checkbox"/> Kathy's Korner | <input type="checkbox"/> Starwood |
| <input type="checkbox"/> Cathy's Ramblings | <input type="checkbox"/> Known Game Opngs | <input type="checkbox"/> The Swiss Observer |
| <input type="checkbox"/> Cheesecake | <input type="checkbox"/> KGO Zn Drct (Carrier) | <input type="checkbox"/> Ter-ran |
| <input type="checkbox"/> Clandestine Activities | <input type="checkbox"/> The Last Resort | <input type="checkbox"/> Thorazeen |
| <input type="checkbox"/> Comrades in Arms | <input type="checkbox"/> Loose Caboose | <input type="checkbox"/> TRAX |
| <input type="checkbox"/> The Continuing Crisis | <input type="checkbox"/> Mad Dog | <input type="checkbox"/> Two Bars in C Sharp |
| <input type="checkbox"/> Costaguana | <input type="checkbox"/> Maniac's Paradise | <input type="checkbox"/> Tyromania |
| <input type="checkbox"/> Countermeasures | <input type="checkbox"/> Massacre by Treachery | <input type="checkbox"/> Upstart |
| <input type="checkbox"/> Dark Mirror | <input type="checkbox"/> The Megadiplomat | <input type="checkbox"/> Vertigo |
| <input type="checkbox"/> Dipadeedoodah! | <input type="checkbox"/> Megalomaniac | <input type="checkbox"/> Victims Wanted |
| <input type="checkbox"/> Diplomacy Digest | <input type="checkbox"/> The Messenger | <input type="checkbox"/> War Fair |
| <input type="checkbox"/> Diplomacy Today | <input type="checkbox"/> The Metadiplomat | <input type="checkbox"/> When the Lights... |
| <input type="checkbox"/> Diplomacy Tribune | <input type="checkbox"/> Moiré | <input type="checkbox"/> White House Mania |
| <input type="checkbox"/> Diplomacy World | <input type="checkbox"/> MondoJ | <input type="checkbox"/> The Zine Register |
| <input type="checkbox"/> Diplomag | <input type="checkbox"/> Mouse of Lords | |
| <input type="checkbox"/> Diplomatie Contraband | <input type="checkbox"/> Niccolo | |
| <input type="checkbox"/> Dippy | <input type="checkbox"/> No Name Flyer | |
| <input type="checkbox"/> Disease City | <input type="checkbox"/> Northern Flame | |
| <input type="checkbox"/> Down at the Mouth | <input type="checkbox"/> Not New York | |
| <input type="checkbox"/> Dyslexia | <input type="checkbox"/> Ohio Acres | |
| <input type="checkbox"/> Electric Trains | <input type="checkbox"/> Ouinipique | |
| <input type="checkbox"/> Electronic Protocol | <input type="checkbox"/> Passchendaele | |

ADVERTISEMENT

To get copies of the main lists (zines, subzines, and GMs), check here ☐ and enclose 50 cents or two 25 cent U.S. stamps. To get the Poll publication, check here ☐ and enclose a donation of \$4.00 or more. Last year's publication was 104 pages long. It contained main lists, articles, statistical analysis, and everything else you'd want to know! Thanks for your donations; they really help.

SUBZINE POLL

A subzine is a regular section of a zine which is (a) edited by someone other than the zine editor(s), or (b) edited by the zine editor(s), but devoted to a specific hobby service. Any subzine of a North American zine is eligible. The other instructions are the same as those for the Zine Poll.

- | | | |
|--|--|---|
| <input type="checkbox"/> Acropolis | <input type="checkbox"/> Magus | <input type="checkbox"/> Standard Deviation |
| <input type="checkbox"/> Asterion | <input type="checkbox"/> McKee Raves | <input type="checkbox"/> Subwithnname |
| <input type="checkbox"/> The Blind Wars | <input type="checkbox"/> The Melniboné Herald | <input type="checkbox"/> Tennessee Rails |
| <input type="checkbox"/> Buckeye Rail Gazette | <input type="checkbox"/> Nash Rants | <input type="checkbox"/> Top Knife |
| <input type="checkbox"/> CDO News | <input type="checkbox"/> The New Utopia | <input type="checkbox"/> Variance |
| <input type="checkbox"/> The Eccentric Diplomat | <input type="checkbox"/> Notes from the Bunker | <input type="checkbox"/> War Correspondant |
| <input type="checkbox"/> Extremism in Defense... | <input type="checkbox"/> Obfuscate | <input type="checkbox"/> Water on the Knee |
| <input type="checkbox"/> The First Negotiator | <input type="checkbox"/> OPERABLE | <input type="checkbox"/> The Whipping Post |
| <input type="checkbox"/> Foot in Mouth | <input type="checkbox"/> Poll Talk | <input type="checkbox"/> You Knew the Risks |
| <input type="checkbox"/> In the Garden | <input type="checkbox"/> Reginald Maudlin... | |
| <input type="checkbox"/> High Inertia | <input type="checkbox"/> Ring Finger in Rear | |
| <input type="checkbox"/> Horsin' Around | <input type="checkbox"/> Seriously Folks | |
| <input type="checkbox"/> Karmel's Panorama | <input type="checkbox"/> Shut Up Jack!!! | |

GM POLL

You may rate any GM under whom you played a postal or e-mail game of regular or variant Diplomacy since August 1, 1989 for long enough to assess his or her competence. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves.

- | | | | |
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| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Send this ballot to **Eric Brosius, 41 Hayward St., Milford, MA 01757.**

You have until June 30, 1990 to vote, but please vote early.

Indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game 1989YY, etc.) _____

Signature _____ (If I can't tell who you are or your ballot isn't signed, it may not be counted!)

Print your name neatly _____

Check here ☐ if you do not want your name on the list of voters.

RUNESTONE POLL CONTEST

Guess the Zine Poll winner—this year's prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine; I will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter, _____
print your _____
address _____
neatly: _____

The zine you think will win:

February, 1990

Dear Publisher/GM,

It's time for the 1990 Runestone Poll! The Poll started rating Diplomacy-related zines in 1977 and has since expanded to cover GMs and subzines. I'd like you to help by distributing ballots to your players and readers—I won't be contacting them all directly. This year's ballot is printed on the back of this letter.

If you'd rather not distribute ballots yourself, I'd appreciate it if you'd let your readers know how they can vote. Anyone may obtain a ballot by writing to me at the address below. You can even vote without using a ballot—just include your name and signature, indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game YYY, etc.), and list the zines, subzines, and GMs you wish to vote for. Rate each from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate yourself or your publication.

Remember not to take the Poll too seriously. After all, this is a hobby, and our goal is to have fun. But do vote carefully. Don't vote out of spite, or for zines you haven't read. But you're welcome to rate any zine as long as you've seen enough to rate it fairly, even if it's the only zine you get. I want input from everyone, not just a select few.

In recent years the Poll publication has included a list of voters. If you want to vote, but you don't want your name listed, please let me know by marking the spot indicated on the ballot.

The results should come out in July. If you finish near the top, congratulations! But if the result is less complimentary, don't be too upset. If you make some improvements because of what happened in the Poll, great, but if you and your readers enjoy what you're doing it would be foolish to stop just for that reason.

Finally, some of you may not want to participate in the Poll. If so, I respect your decision and I apologize for sending you this ballot. I thought it would be better to send a ballot and let you decide than to run the risk of omitting someone who wanted to take part.

If you have any questions, please let me know! And thanks in advance for all your help—I couldn't do it without you.

Sincerely,

Eric Brosius

Eric Brosius
41 Hayward St.
Milford, MA 01757
USA

ITALY

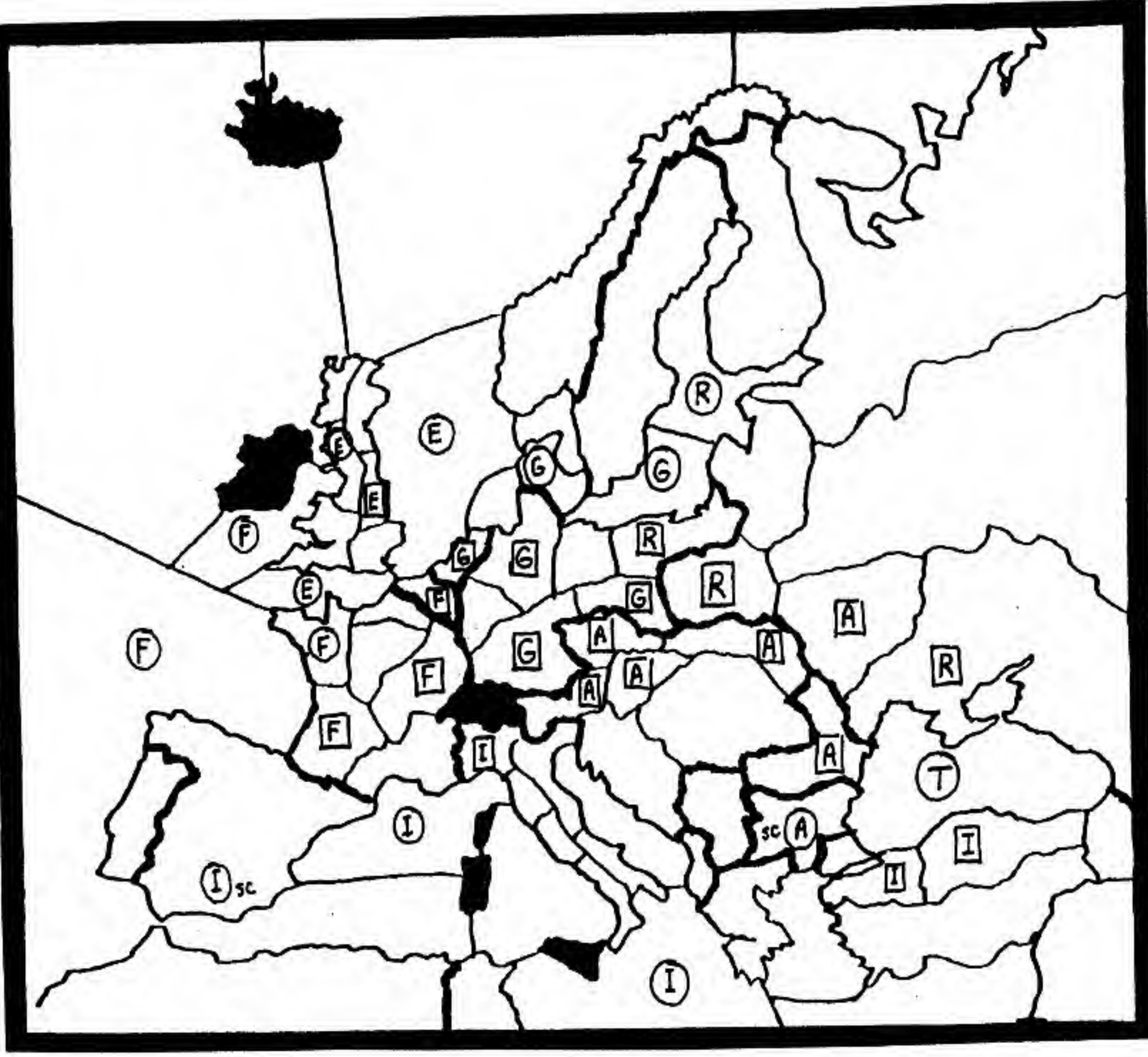
Italy begins with a dismaying disarray of disadvantages. Although usually more a naval than an army power, she starts with just one fleet, which is needed to take Tunis, and her principle sea areas (Ion and Tyr) lack wide scope. The movement of her armies into Europe is partially blocked by Switzerland. The build of a second army (in Rome) is far from the front lines - it takes one year just to get it out of Italy. You are more dependent on the assistance of allies than any other country. On the other hand, there are advantages. Italy is uniquely equipped to go either east or west, and can thus take the best offer from either sector, and may be able to participate in both. Most people are unafraid to ally with Italy, feeling that if need be, they can finish off Italy all by themselves. The narrowness of the approaches to Italy gives you considerable defensive strength. Indeed, Italy is rarely blitzed early in the game. Your diplomacy must seek to nullify the drawbacks, and make the best use of your resources.

Attacking Austria is a popular option, either by a direct grab for Tri, or by moving A Ven-Trl, A Rom-Ven in Spring 1901. This gives you the option of a supported attack on Tri in the fall, or going for Vie. This is probably Italy's best shot for quick builds. However, Russia and Turkey will want some of the spoils, and when Austria is gone, you may have to face the Russo-Turkish alliance alone. Alternatively, attacking Turkey is promising, as he is your most serious early game naval rival. In this, move A Rom-Apu, and then convoy it to Tunis via F Ion in Fall 1901. This puts your fleet in immediate position to move into Turkish waters. In Spring 1902

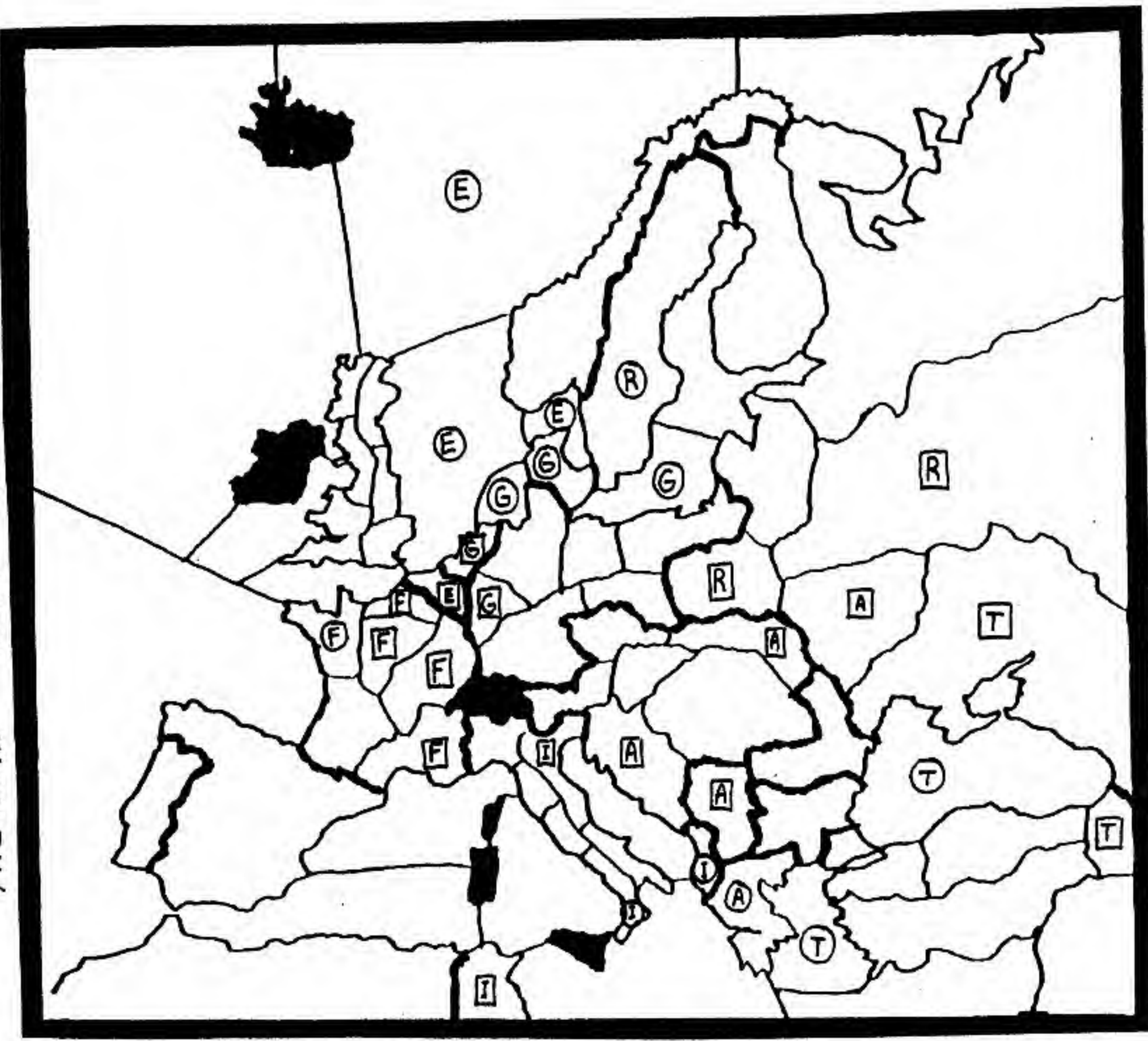
move F Ion-Emd, and move your new F Nap into Ion, preparing for a Fall 1902 convoy to Syr or Smy. This is the "Lepanto" opening and requires an alliance with Austria. Your other army's use depends on how much you trust Austria. It can go towards the West, or can be moved A Ven-Trl-Boh, and then to help against Russia, even as the Austrian fleet helps you against the Turks, or it can hold. Otherwise you can turn west. Attacking France means movement into Pie. Either take Tun with the fleet or convoy via F Tys to Tun. This allows direct entry into French waters in Spring 1902. Such an attack requires help from one or both of Germany and England, plus a solid alliance with Austria (ideally he is fending off Turkey/Russia) but can easily net you Mar and Spa by Winter 1903. Finally there is the attack on Germany via A Ven-Tyl-Mun. This will require coordination with France, and a trusting Austria, who may not like all those armies marching through Trl.

Regardless of your first victim, as soon as you get a firm upper hand, you must start on an ally for your second victim, because in most cases you can not dispatch him quickly without help. And also, by then you will be strong enough that others will view you as worth attacking. If you have two allies in that first attack (e.g. England/Germany vs France, or Russia/Turkey vs Austria, you must gently unhinge their alliance, or they will quickly relieve you of your new gains. If the alliance looks too strong, do not hesitate to put off the attack, ally with what's left of your first victim, and look to the other side of the board for fresh gains, or for an ally to help you against them.

TR10589a "Abe" 1989IB Spring '04



TR11089a "Barb" 1989IQ Fall '02



Spring 1904 Moves

Moves

England (Lachik): A Lon-Yor, F Nts-Ech, F Ech-Mao,
F Nao-Lvp
Germany (Armstrong): A Kie-S A Mun, A Ber-Sil,
A Mun-S A Ber-Sil, A Hol-Hold,
F Den-Hold, F Swe-Bal
Russia (Green): A War-Mos, A Pru-S A War, A Sev-Mos,
F Gob-Hold
Turkey (Weiss): F Bla-Sev
Austria (Diehl): A Bud-Vie, A Tyl-Mun, A Boh-S A Tyl-Mun,
A Gal-S Bul-Rum, A Ukr-S A Bul-Rum,
A Bul-Rum, F Aeg-Bul(sc)
Italy (Santella): A Ven-Pie, A Smy-Ank, F Eme-Ion,
A Con-S A Smy-Ank, F Wme-Spa(sc),
F Gol-S F Wme-Spa(sc)
France (Sweeney): A Bel-S (G) A Hol, A Bur-Gas,
A Pic-Bur, F Iri-S Spa-Mao,
F Spa(sc)-Mao, F Bre-S Spa-Mao

Board Status

England: A Yor, F Ech, F Nth, F Lvp
Germany: A Kie, A Mun, A Sil, A Hol, F Den, F Bal
Russia: A War, A Sev, A Pru, F Gob
Turkey: F Bla
Austria: A Vie, A Tyl, A Boh, A Gal, A Ukr, A Rum, F Bul(sc)
Italy: A Pie, A Con, A Ank, F Ion, F Gol, F Spa(sc)
France: A Gas, A Bur, A Bel, F Iri, F Mao, F Bre

Press

Aus-Eng: Hang in there - the Roman navy is coming!
Ger-Rus: I moved to the Baltic out of caution. If you have
vacated Prussia (or tried to) I will pull back further.
Rom-Lon: Let the French games begin!
Rom-Tur: You could have gotten some player points if you had
played ball, but now, well see for yourself. What good did
it do you?
Rom-All: The Italian wine minister and his now prosperous
vineyard owners are aboard the second and third Italian
fleets headed, for all places, Spain. We hear that next year
the French are hosting a spectacular international
winegrowers festival. Where will it be held? I'm sure
several nations are interested in attending.

Due next: Fall 1904 Moves

*If provisional builds are sent with Fall orders the Winter
season may be skipped

Fall 1902 Moves

Moves

England (Sweeney): A Bel-Nwy, F Nwy-Ska, F Edi-Nwg,
F Nts-C A Bel-Nwy
Germany (Diehl): A Hol-S (F) A Pic Bel, F Kie-Hel,
F Bal-S F Den, A Ruh-S A Hol,
F Den-S F Kie-Hel
Russia (Renner): A Mos-S A War, A War-S A Mos,
F Sev-Rum, F Swe-Nwy
Turkey (Schultz): A Rum-Sev, A Arm-S A Rum-Sev,
F Bla-S A Rum-Sev, F Aeg-Ion
Austria (Wiess): A Vie-Tri, A Gal-S Ukr-War,
A Ser-S A Vie-Tri, A Ukr-War,
F Gre-S (T) F Aeg-Ion
Italy (Kays): A Ven-Tri, A Tun-Hold, F Nap-Ion,
F Alb-S F Nap-Ion
France (Reid): A Mar-S A Bur, A Gas-Par, F Mao-Bre,
A Bur-S (E) A Bel, A Pic-S (E) A Bel

Board Status

England: units: A Bel, F Ska, F Nth, F Nwg (4)
cntrs: Edi, Lvp, Lon, Nwy, Bel (5) Build 1
Germany: units: A Hol, A Ruh, F Hel, F Den, F Bal (5)
cntrs: Ber, Mun, Kie, Hol, Den (5) No change
Russia: units: A Mos, A War, F Swe (3)
cntrs: Mos, War, Stp, Swe (4) Build 1
Turkey: units: A Arm, A Sev, F Bla, F Aeg (4)
cntrs: Con, Ank, Smy, Bul, Sev (5) Build 1
Austria: units: A Tri, A Ser, A Gal, A Ukr, F Gre (5)
cntrs: Vie, Bud, Tri, Ser, Gre (5) No Change
Italy: units: A Ven, A Tun, F Nap, F Alb (4)
cntrs: Rom, Ven, Nap, Tun (4) No Change
France: units: A Par, A Mar, A Bur, A Pic, F Bre (5)
cntrs: Par, Mar, Bre, Spa, Por (5) No Change

Press

Anonymous: Germany & England have just struck a bargain
against either France or Russia.
Oslo-Copenhagen: Hold your noses. The English habit of lime
on cod is bad enough, but lime on cheese is worse!
Rumor: Why doesn't the British government contact Paris
anymore?
Trieste Tryst-Figaro: Dont forget the sauce on that
spaghetti; but isn't MAO on the way to fish & chips, not
spaghetti?
Aus-Ger: Clever defense of Mun, now what?
Aus-Rus: Maybe now you'll write to me & believe me about
bewareing the Turk. If I havn't had a response to my card by
press time; remember, there's always another chance. p.s.:
no visitors to St. Pete., I've fired my diplomatic cable
deciphering department.
Budapest to Top Secret: I kind of believe that "Top Secret"
press. France & Germany, as in Mao-Eng/Iri & Bur-Bel. Hmmm!

Due Next: Winter 1902 Adjustments

*Only one player sent in provisional builds so there will be
a Winter 1902 season.